

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method for transmitting a performance via a network, comprising:

receiving performance information including one or more mixing commands via the network at a local performance reproduction device connected to the network;

retrieving performance information stored in local storage;

composing a performance by mixing the performance information received from the network with the locally stored performance information based on the one or more mixing commands; and

transmitting one or more portions of the performance.

2. (Original) The method of claim 1, wherein the transmitting one or more portions of the performance comprises transmitting one or more portions of the performance information received via the network.

3. (Original) The method of claim 1, wherein the transmitting one or more portions of performance information comprises transmitting new information not included in the performance information received via the network.

4. (Original) The method of claim 1, wherein the composing the performance comprises:

composing a first performance based on the one or more mixing commands;

separating the first performance into performance components; and

modifying one or more of the performance components to create a second performance; and

wherein the transmitting the one or more portions of the performance comprises transmitting one or more portions of the second performance.

5. (Original) The method of claim 4, wherein the modifying the one or more performance components comprises one or more of deleting a performance component and replacing a performance component.

6. (Original) The method of claim 1, further comprising adding a performance component to the performance prior to transmitting the one or more portions of the received performance information.

7. (Original) The method of claim 1, further comprising:
buffering the received performance information; and
receiving a request for transmission of the performance;
wherein the transmitting the one or more portions of performance is performed in response to the request for transmission of the performance.

8. (Original) The method of claim 7, further comprising:
receiving a pause request;
wherein the buffering the received performance information is performed in response to the pause request.

9. (Currently Amended) A method for transmitting a performance via a network, comprising:

receiving performance information including one or more mixing commands via the network at a local performance reproduction device connected to the network;

composing a first performance based on the one or more mixing commands;

separating the first performance into performance components; [and]
modifying one or more of the performance components to create a second performance; [and]

retrieving performance information stored in local storage;

composing [a] the second performance by mixing the performance information received from the network with the locally stored performance information based on the one or more mixing commands; and

transmitting one or more portions of the second performance.

10. (Currently Amended) A method for transmitting a performance via a network, comprising:

receiving performance information including one or more mixing commands via the network at a local performance reproduction device connected to the network;

retrieving performance information stored in local storage;

composing a performance by mixing the performance information received from the network with the locally stored performance information based on the one or more mixing commands;

adding a performance component to the performance prior to transmitting the one or more portions of the received performance information; and

transmitting one or more portions of the performance, including the modified one or more performance components.

11. (Currently Amended) A method for transmitting a performance via a network, comprising:

receiving performance information including one or more mixing commands via the network at a local performance reproduction device connected to the network;

retrieving performance information stored in local storage;

composing a performance by mixing the performance information received from the network with the locally stored performance information based on the one or more mixing commands;

buffering the received performance information;

receiving a request for transmission of the performance; and

transmitting the one or more portions of performance in response to the request for transmission of the performance.

12. (Currently Amended) A performance transmission device, comprising:

a receiver that receives performance information including one or more mixing commands via a network;

a controller that composes a performance by retrieving performance information stored in local storage and mix[ing]es the performance information received from the network with the locally stored performance information based on the one or more mixing commands; and

a transmitter that transmits one or more portions of the performance.

13. (Original) The performance transmission device of claim 12, wherein the transmitter transmits one or more portions of the performance information received via the network.

14. (Original) The performance transmission device of claim 12, wherein the transmitter transmits new information not included in the performance information received via the network.

15. (Original) The performance transmission device of claim 12, wherein the controller composes a first performance based on the one or more mixing commands; further comprising:

a performance modification system which, based on user input, separates the first performance into performance components, and modifies one or more of the performance components to create a second performance;

wherein the transmitter transmits one or more portions of the second performance.

16. (Original) The performance transmission device of claim 15, wherein the performance modification system performs one or more of deleting a performance component and replacing a performance component.

17. (Original) The performance transmission device of claim 12, further comprising a performance modification system which, based on user input, adds a performance component to the performance prior to transmission of the one or more portions of the received performance information.

18. (Original) The performance transmission device of claim 12, further comprising:
a memory that buffers the received performance information;
wherein the controller receives a request for transmission of the performance and causes the transmitter to transmit the one or more portions of performance in response to the request for transmission of the performance.

19. (Original) The performance transmission device of claim 18, wherein the controller receives a pause request, and causes the memory to buffer the received performance information in response to the pause request.

20. (Currently Amended) A performance transmission device, comprising:

a receiver that receives performance information including one or more mixing commands via a network;

a controller that composes a performance by retrieving performance information stored in local storage and mix[ing]es the performance information received from the network with the locally stored performance information based on the one or more mixing commands;

a modification system which, based on user input, separates the first performance into performance components and modifies one or more of the performance components to create a second performance; and

a transmitter that transmits one or more portions of the second performance.

21. (Currently Amended) A performance transmission device, comprising:

a receiver that receives performance information including one or more mixing commands via a network;

a controller that composes a first performance by retrieving performance information stored in local storage and mix[ing]es the performance information received from the network with the locally stored performance information based on the one or more mixing commands;

a modification system which, based on user input, adds a performance component to the performance; and

a transmitter that transmits one or more portions of the performance, including the performance component added by the modification system.

22. (Currently Amended) A performance transmission device, comprising:

a receiver that receives performance information including one or more mixing commands via a network;

a controller that composes a performance by retrieving performance information stored in local storage and mix[ing]es the performance information received from the network with the locally stored performance information based on the one or more mixing commands; and

a memory that buffers the received performance information;

wherein the controller receives a request for transmission of the performance and causes the transmitter to transmit the one or more portions of performance via a transmitter in response to the request for transmission of the performance.